ENCOUNTER AT L-5
Battle Orders

Beyond the orbit of the moon, a defenseless space colony is under heavy attack from the ruthless Megalytes. You are their only hope. Armed with packets of antimatter, you take control of an Antimatter Launcher. Suddenly the sky is ablaze with Megalyte war ships. You must destroy them before their formidable particle beams destroy you and the peace-loving colonists of L-5. It will take every ounce of skill and cunning at your disposal to blast the evil ones out of orbit.

A Data Age Video Game.

Space Raid!

You must destroy the attacking Megalyte Warrior Ships before they get you. At the same time, you must be on the lookout for the large red Death Ships that will periodically dive towards the surface of L-5 trying to knock the power out of your Anti-Matter Launchers.

How To Stop The Invaders

1. Hook up your video game system according to the manufacturer's instructions.

2. With game console power OFF, firmly plug in your ENCOUNTER AT L-5™ cartridge.

3. Turn game console power ON. If no picture appears, check to make sure, your game unit is hooked up correctly to your TV, then try steps 1-3 again.

4. For the best contrast, turn the "Brightness" control switch on your TV to a low setting.

5. Plug your paddle controllers into the left receptacle of your game console. Hold the controller so that the red Fire Button is to your upper left.

6. Select the game you wish to play by depressing the "Game Select" switch on your game console. The game number will appear in the score block section of your screen. ODD numbers are single player games, while EVEN numbers are for two players.
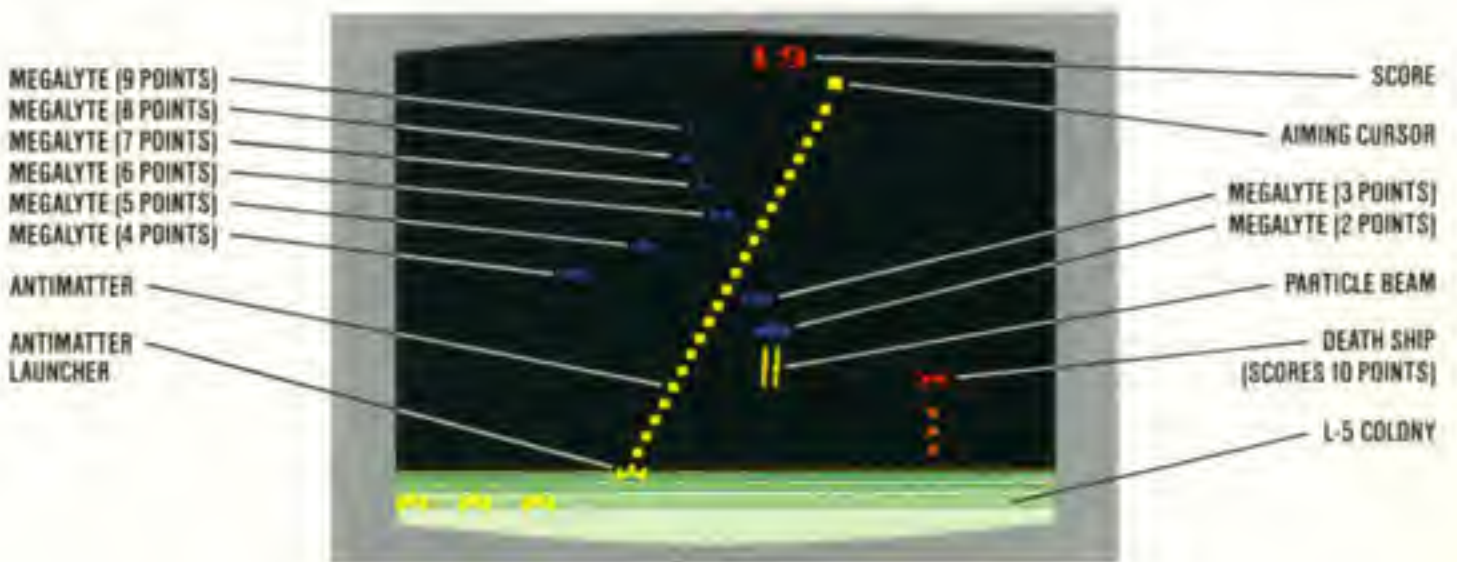
7. Select the difficulty level you find most challenging.

Left Difficulty Switch	Right Difficulty Switch	Approaching Speed
b	b	slow
a	b	moderate
b	a	fast

8. To start (or restart) the game, depress the "Game Reset" switch on your console unit, then press the red Fire Button on your paddle controller.

Scoring

You will score points for every Warrior Ship you hit—the farther away the ship, the more points you receive. You'll also score 10 points for each death ship you destroy.

MEGALYTE (9 POINTS)
MEGALYTE (8 POINTS)
MEGALYTE (7 POINTS)
MEGALYTE (6 POINTS)
MEGALYTE (5 POINTS)
MEGALYTE (4 POINTS)

ANTIMATTER

ANTIMATTER LAUNCHER

SCORE

AIMING CURSOR

MEGALYTE (3 POINTS)
MEGALYTE (2 POINTS)

PARTICLE BEAM

DEATH SHIP (SCORES 10 POINTS)

L-5 COLONY

Keep the Fire Button on your paddle controller depressed, which locks the Antimatter Launcher in one spot and sends Antimatter Packets continuously toward the Aiming Cursor. Using the control knob on your controller, position the aiming cursor so that the invading ships fall into the line of fire of your Antimatter Packets. By releasing the fire control button, the Antimatter Launcher momentarily disappears and immediately changes to a new position directly under the Aiming Cursor. Begin firing immediately. You begin each game with four Antimatter Launchers. Each time you're hit, or if a Death Ship reaches the colony floor, you will lose one launcher.

As each red Death Ship plunges towards L-5, an early-warning radar system will sound a special alarm to signal its approach—a special feature of ENCOUNTER AT L-5™ that will help you rack up an astronomical score. When you hear the signal, position your aiming cursor so that the Death Ship will cross your Launcher's line of fire.

There are 26 game variations of L-5. For each accumulated score of 800 points, the game will automatically advance to the next level. As you progress to each level, Megalyte ships will appear with varying frequency, but will increase the speed of their descent. They will also have a wider evasive range, making them harder to hit.

ENCOUNTER AT L-5

Look for other Data Age Video Games wherever video game cartridges are sold. If you can't find our games in your area, drop us a line and we'll send you a list of stores near you.

DATA AGE

MP14501A